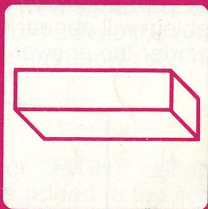
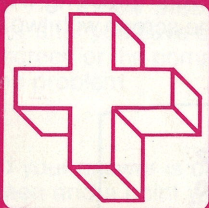


**INSTRUCTIONS FOR
VIDEOCARTTM-6
CARTRIDGE GAMES**



**Exclusively for use with
the Fairchild Video
Entertainment System**

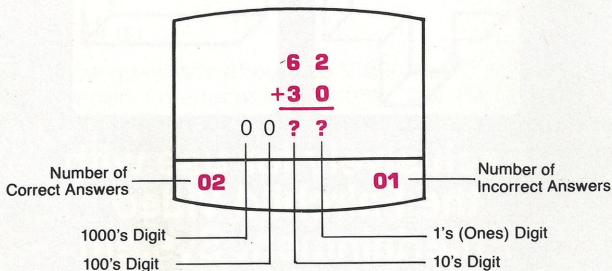
FAIRCHILD

On Your Mark

Get set and go with these two 1-player problem solving quizzes to sharpen your addition and subtraction skills.

1. Addition

Press **RESET**, then button 1. An **S?** will appear on the screen asking if you are ready to start. Press **START** to increase your addition skills. After pressing **START**, the first problem will appear on the screen with two question marks under the answer line.



How the Hand Controller Works. Either hand controller will work with Math Quiz, but only one player should solve problems at a time.

Twist Right—to change the ones digit of your answer.

Twist Left—to change the 10's digit of your answer.

Push Left—to access the 100's and 1000's digits.
After pushing left,

Twist Right—to change the 100's digit.

Twist Left—to change the 1000's digit.

You can change the ones or 10's digit **again** by **PUSH-ING RIGHT**, then twisting right or left. You can change any digit at any time you are entering your answer.

Push Down—to enter your answer.

Pull Up—for a new problem. New problems will appear only after you have correctly solved the problem on the screen or the computer has shown you how to solve the problem.

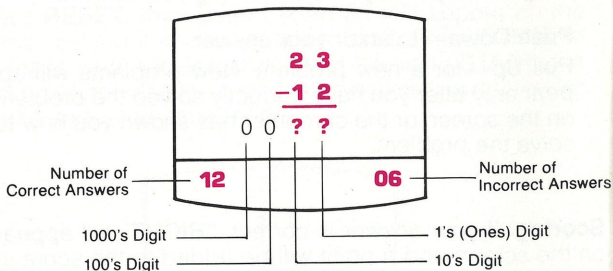
Scoring. If your answer is correct, "**RIGHT**" will appear on the screen and a point will be added to the score in the lower left corner of the screen. This is the number of problems you have solved correctly.

If your answer is wrong, "**TRY AGAIN**" will appear on the screen. You have one more chance to solve the problem correctly and score a point.

If, after the second attempt to solve the problem, the answer is still incorrect, Math Quiz will turn itself into a blackboard and show you how to get the solution to the problem step by step. A point will be added to the score in the lower right corner. This is the number of incorrect problems. This score will show up after you pull up on the hand controller for a new problem.

2. Subtraction

Press **RESET**, then button 2. An **S?** will appear on the screen, asking if you are ready to start. Press **START** to increase your subtraction skills. After pressing **START**, the first problem will appear on the screen with two question marks under the answer line.



How the Hand Controller Works. Either hand controller will work with Math Quiz, but only one player should solve problems at a time. The hand controller actions for **Subtraction** are the same as for **Addition**. Review the section on **How the Hand Controller Works** on the first page to see how it works for subtraction.

Scoring. Scoring, like the hand controller, is the same as for **Addition**. One point for each correct answer, one point for each incorrect answer. You get two tries to correctly solve the problem before Math Quiz turns into a blackboard and takes you through the problem step by step.

Puzzles and Activities

The following puzzles and activities will help you sharpen your arithmetic skills. Play the game with friends and try making up some games of your own.

Mathematical Chairs

This is a game for 2 or more players.

Rules:

1. Choose who is going to go first.
2. Each player then takes turns solving problems on the Math Quiz. He continues to solve problems until he gets one wrong. Correct answers after **TRY AGAIN** count.
3. When a player gets a problem wrong, he gives up the 'mathematical chair' to the next player.
4. Keep score for each player by pressing **RESET** between players.
5. The player with the most correct answers after everyone has been in the 'mathematical chair' wins.

For added variety, **DO NOT** press **RESET** between players. See how many problems the group can get right. After the game has gone around once there should only be as many wrong answers as there are players.

Up To 1000

This is a game for any number of players. It combines arithmetic skill with blind luck!

Players take turns solving addition problems. For each correct problem, the ANSWER is added to your score. The first one to get EXACTLY 1000 wins! If a player goes over 1000, he presses **RESET**, then button 2 for subtraction and subtracts his answers until he gets to 1000. If he goes back down past 1000, do addition problems again. Note: If one player is subtracting and the others are still adding, be sure to press **RESET** and button 1 for addition between players.

Star Gazer

Astronomy has always been a blend of skill and luck! Use your skill at arithmetic combined with your luck to see which "astronomer" can discover the most stars.

Rules:

1. Each player draws twenty stars, planets, rockets and moons on a sheet of paper. Inside each shape write a single digit number from 1 to 0. A player may write the same number any amount of times or may omit any numbers just as long as each shape contains one single digit number.
2. Flip a coin to see who goes first and solve the problems on the **Math Quiz**.
3. If you get the answer right, find a star that matches each digit in your answer and color it in. For example:

if the problem is

$$\begin{array}{r} 23 \\ +53 \\ \hline ?? \end{array}$$

and you correctly answer **76**, you would find a star or planet marked **7** and one marked **6** and color them in. If you only have one that's all you color. Correct answers after **TRY AGAIN** do not count.

4. You can only use shapes once. If you cannot find an empty star or planet for one of your digits, you cannot color any shape in.
5. The astronomer who discovers all of his or her shapes first—wins the “Nobel Prize.”

Hang Math

Play **Hang Math** the same way you would play hangman. Draw a simple gallows. For each wrong answer, draw a part of the body. “**TRY AGAIN**” counts as a wrong answer.

Scoring:

Head—1st wrong answer

Body—2nd wrong answer

Arms—3rd and 4th wrong answer for each arm

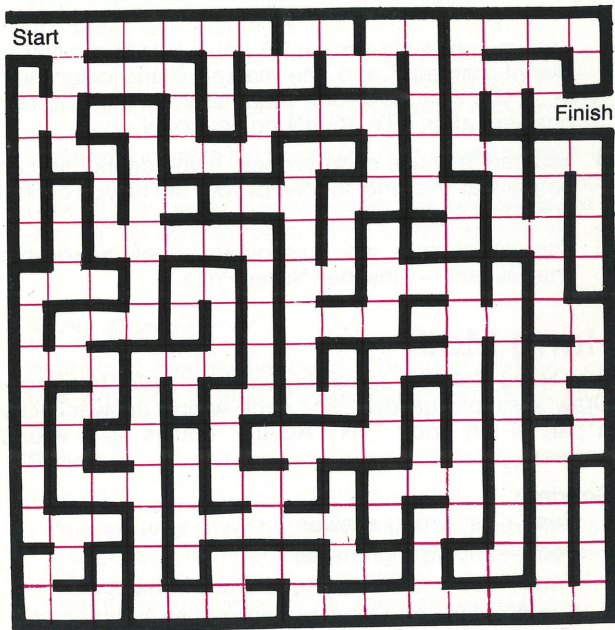
Hands—5th and 6th wrong answer for each hand

Legs—7th and 8th wrong answer for each leg

The person who completes a body first loses and is out of the game.

Note: For longer games, eyes nose, mouth, fingers and toes can be added.

A-maze-ing Math



Play **Math Maze** with a friend. Flip a coin to see who goes first and take turns answering problems. If you get the problem correct (**TRY AGAIN** doesn't count) and your correct answer is less than 10, move that many spaces through the maze. If your correct answer is greater than 10, **RESOLVE** your answer (that is, add the

digits of your answer together to get a final answer) and move that many spaces. If your resolved answer is still greater than 10, resolve it again until your final answer is less than 10. For example: if your problem is

$$\begin{array}{r} 06 \\ +02 \\ \hline ?? \end{array}$$

and you correctly answer 8, move 8 spaces through the maze. If your problem is

$$\begin{array}{r} 12 \\ +24 \\ \hline ?? \end{array}$$

and you correctly answer 36, resolve this answer by adding 3+6 and move 9 spaces. If your problem is

$$\begin{array}{r} 34 \\ +25 \\ \hline ?? \end{array}$$

and you correctly answer 59, resolving this answer by adding 5+9 to get 14. Since this is still greater than 10, resolve it again by adding 1+4 and move 5 spaces.

Rules:

1. Move as many spaces through the maze as your answer or resolved answer.
2. If you are at a dead end and you haven't used up your number of spaces, you can back out of the dead end with the spaces you haven't used up.
3. You do not have to finish with the exact number of spaces. First one out wins!
4. You can move any direction possible at any time during your turn.

5. Remember, there is more than one way to get through the maze!!

Hint: Trace the maze so it can be used over or make up your own!!

Digital Dots

Play digital dots with a friend.

Rules:

1. Draw 20 rows of dots with 20 dots in a row. Making sure the dots in the rows line up to form a grid.
2. Take turns answering problems.
3. For each correct answer, connect any two dots from side to side or up and down. DO NOT CONNECT DIAGONALLY.
4. If your answer is wrong, your opponent gets to draw two connecting lines.
5. Put your initial in each box you complete. The player with the most initialed squares is the winner.

Math Battle

Play **Math-Battle** with two or more players. Each player draws 10 vertical columns with 10 horizontal rows. This grid is called a matrix. Number each column starting at the left and each row starting at the bottom 1 through 10. The square where a column and a row cross is called an intersect. Each player has 5 Destroyers, worth 1 point (see play section); 4 Battle Ships, worth 2 points; 3 P.T. Boats worth 3 points; 2 Submarines worth 4 points; and

1 Carrier worth 5 points. These ships are positioned on your secret battle matrix one ship to an intersect (15 ships in all) by putting a "B" for Battle Ship and "S" for Submarine, etc., in the appropriate squares.

Play:

1. Choose who is to start.
2. Solve the Math-Quiz you have chosen — answers after **TRY AGAIN** count.
3. When you answer a problem correctly which has a **one** digit solution play is as follows:

$$\begin{array}{r} 23 \\ -21 \\ \hline 02 \end{array}$$

You have just **one** hit on coordinates 0,2 or 2, 0 (0 is 10).

Note: The first number is always the column and the 2nd number is always the row.

When you answer a problem correctly which has a **two** digit solution — play is as follows:

$$\begin{array}{r} 23 \\ +13 \\ \hline 36 \end{array}$$

You have just scored **two** hits on coordinates 3, 6 and 6, 3. If anyone, except you, has a ship in those intersects it is destroyed and you have scored the total appropriate points for yourself. (Points are kept tract of only if there are 3 or more players.)

When you answer a **three** digit problem correctly, for example:

$$\begin{array}{r} 89 \\ +34 \\ \hline 123 \end{array}$$

You have just scored three hits on any 3 coordinate intersections made up of any 3 combinations of your answer. For example: (1, 2; 2, 1 and 3,2) or (2, 3; 1, 3 and 2, 1) and so forth.

Scoring:

If you are playing a two player game the one who destroys all his opponent's ships wins. If you are playing with 3 or more players the player with the most points wins even though he may **NOT** be the last one left.

Hints: Always mark down your shots on your secret battle matrix so you always know which coordinates you have fired upon.

Have Fun

If you have questions about this VideocartTM* cartridge or your Video Entertainment System, call the toll free numbers in the back of your console instruction booklet. Other exciting Videocart cartridges are available from Fairchild Consumer Products. See them at your Fairchild dealers, or for more information, write:

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